

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**LISTING OF CLAIMS:**

1. – 25. (Canceled)

26. (Currently Amended) A system for transmitting data over a network to at least one client having a latency time to initiate transmission of said data to the client, including:

- at least one anti-latency signal generator for generating a plurality of anti-latency data streams containing at least a leading portion of data for receipt by a client; and
- at least one interactive signal generator for generating a plurality of interactive data streams containing at least a remaining portion of said data for the client to merge into after receiving at least a portion of an anti-latency data stream,

wherein:

- said data has a length  $R$ , and is fragmented into  $K$  segments each requiring a time  $T$  to transmit over the network;
- the interactive data streams include  $N$  anti-latency interactive data streams,

wherein each of the  $N$  interactive data streams is repeated continuously within said interactive data stream, and wherein each successive interactive data

stream is staggered by an interactive time interval  $= \frac{KT}{N}$ ;

- the anti-latency data streams include  $M$  anti-latency data streams, wherein the anti-latency data streams 1 to  $M$  are generated such that
  - an  $m^{th}$  anti-latency data stream has  $F_m$  segments, wherein  $F_m$  is an  $m^{th}$  Fibonacci number; and
  - the  $F_m$  segments are repeated continuously within the  $m^{th}$  anti-latency data stream.

27. (Original) The system of Claim 26, wherein:

- the client is connected to at least the  $m^{th}$  and  $(m+1)^{th}$  anti-latency data streams when the client raises a request for said data;
- the data in at least the  $m^{th}$  and  $(m+1)^{th}$  anti-latency data streams is buffered in the client;
- the client is subsequently connected to successive anti-latency data streams; and

until all data in the leading portion is received by the client.

28. (Original) The system of Claim 27, wherein:

- the client is connected to any one of the  $N$  interactive data streams after all data in the leading portion is received by the client.

- [illegible]

Claims 34-108. (Canceled).